AMENDMENT AND RESPONSE UNDER 37 C.F.R § 1.111
Serial Number:10/659,581
Filing Date: September 9, 2003
Title: ELECTRONIC GAME AND SYSTEM HAVING OVERLAYED VIDEO IMAGES

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IN THE CLAIMS

Please amend the claims as follows:

1.   (Currently Amended) A method comprising:

displaying a supplemental graphical element over at least one symbol element in one or more displayed reels of a casino gaming machine, the supplemental graphical element comprising pre-recorded video information including full motion video of a person, place or thing, the displaying including overlaying in a memory storing video data pixel values of the at least one symbol element with pixel values of the supplemental graphical element, wherein each of the at least one symbol element that is overlaid remains at least partially visible while the supplemental graphical element is displayed.

2.   (Original) The method of claim 1, further comprising:

displaying the at least one symbol element;

determining, based on the at least one symbol element, whether a triggering event has occurred; and

if a triggering event has occurred, identifying the supplemental graphical element as a set of video images.

3.   (Currently Amended) The method of claim 1, wherein displaying the supplemental graphical element ~~comprises displaying the supplemental graphical element in a manner that creates an appearance of full motion video~~ includes dynamically altering a size of the supplemental graphical element.

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4.   (Currently Amended) A method comprising:

displaying on a video display at least a portion of a reel symbol element during a play iteration of a casino game; and

in conjunction with the display of the reel symbol element, and before the play iteration is completed, displaying a supplemental graphical element so that it appears as an overlay over the reel symbol element, the supplemental graphical element comprising pre-recorded video information including full motion video of a person, place or thing, the displaying including overlaying, in a memory storing video data, pixel values of the reel symbol element with pixel values of the supplemental graphical element, wherein the reel symbol element appears to be at least partially visible during at least a portion of a time period that the supplemental graphical element is displayed.

5.   (Original) The method of claim 4, further comprising:

determining, based on the at least one symbol elements, whether a triggering event has occurred; and

if a triggering event has occurred, identifying the supplemental graphical element as a set of video images.

6.   (Currently Amended) The method of claim 4, wherein displaying the supplemental graphical element comprises displaying the supplemental graphical element in a manner that creates an appearance of full motion video overlaid over the reel symbol element includes dynamically altering a size of the supplemental graphical element.

7.   (Currently Amended) An apparatus comprising:

one or more processors, which

        cause multiple game element images to be displayed within multiple game

element areas of a video display device,

        determine based on the multiple game element images, whether a triggering event

has occurred,

        if a triggering event has occurred, identify a set of video images, and

        cause the set of video images to be displayed on the video display device in

conjunction with the multiple game element images, so that the set of video images

appears as an overlay over one or more of the multiple game element images; wherein

each of the one or more of the multiple game element images that are overlaid appear to

be at least partially visible during at least a portion of a time period that the set of video

images is displayed, and further wherein the set of video images comprises pre-recorded

video information including full motion video of a person, place or thing.

8.   (Currently Amended) The apparatus of claim 7, wherein the one or more processors

causes [[the]] a display size of the set of video images to be ~~displayed in a manner that creates an~~

~~appearance of full motion video~~ dynamically altered during the display of the set of video

images.

9.   (Canceled)

10.   (Previously Presented) The apparatus of claim 7, wherein the one or more processors

causes the set of video images to be displayed by causing the set of video images to be displayed

in a manner that the set of video images appears as an opaque overlay over each of the one or

more of the multiple game element images that are overlaid.

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11.   (Previously Presented) The apparatus of claim 7, wherein the one or more processors causes the set of video images to be displayed by causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple game element images that are overlaid.

12.   (Original) The apparatus of claim 7, wherein the one or more processors further:

determines whether a video image is associated with an alteration of a game element image within a game element area; and

if the video image is associated with the alteration, causes an altered image to be displayed in the game element area.

13.   (Previously Presented) The apparatus of claim 7, wherein the apparatus forms a portion of a wagering game machine.

14.   (Previously Presented) The apparatus of claim 7, wherein the apparatus forms a portion of a portable, battery powered video game system.

15.   (Previously Presented) The apparatus of claim 7, wherein the apparatus forms a portion of a personal computer.

16.   (Original) The apparatus of claim 7, wherein the apparatus forms a portion of a video game system that interacts with a television set, and causing the set of video images to be displayed comprises causing the set of video images to be displayed on the television set.

17.   (Currently Amended) An electronic slot machine comprising:

at least one memory to store video data for multiple symbol images and video images;

one or more processors, which

cause the multiple symbol images to be displayed, by one or more video display devices, within multiple symbol areas associated with multiple reels,

determine based on the multiple symbol images, whether a triggering event has occurred,

if a triggering event has occurred, identify a set of video images comprising pre-recorded video information including full motion video of a person, place or thing, and cause the set of video images to be displayed in conjunction with the multiple symbol images by overlaying pixel values of one or more of the multiple symbol images with pixel values of the set of video images, so that the set of video images appears as an overlay over each of the one or more of the one or more multiple symbol images that are overlaid, wherein a portion of a video image within the set is displayed within a first set of pixels within a symbol area, such that a symbol image associated with the symbol area of each of the one or more symbol images that are overlaid is at least partially visible; and

one or more display devices, operatively coupled to the one or more processors, which display the multiple symbol images and the set of video images.

18.   (Currently Amended) The electronic slot machine of claim 17, wherein the one or more processors causes [[the]] a display size of the set of video images to be displayed in a manner that creates an appearance of full motion video dynamically altered during the display of the set of video images.

19.   (Canceled)

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20.   (Previously Presented) The electronic slot machine of claim 17, wherein the one or more processors cause the set of video images to be displayed by causing the set of video images to be displayed in a manner that the set of video images appears as an opaque overlay over each of the one or more of the multiple symbol images that are overlaid.

21.   (Previously Presented) The electronic slot machine of claim 17, wherein the one or more processors cause the set of video images to be displayed by causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple symbol images that are overlaid.

22.   (Original) The electronic slot machine of claim 17, wherein the one or more processors further:

determine whether a video image is associated with an alteration of a symbol image within a symbol area; and

if the video image is associated with the alteration, cause an altered image to be displayed in the symbol area.

23.   (Original) The electronic slot machine of claim 17, further comprising:

a money/credit input/output (I/O) device for enabling a player to obtain credits; and

player input devices that enable the player to specify a bet and to initiate a spin of the multiple reels.

24.   (Currently Amended) A method for displaying images in an electronic game, the method comprising:

        causing multiple game element images to be displayed within multiple game element areas of a video display;

        determining based on the multiple game element images, whether a triggering event has occurred;

        if a triggering event has occurred, identifying a set of video images comprising pre-recorded video information including full motion video of a person, place or thing; and

        causing the set of video images to be displayed in conjunction with the multiple game element images by overlaying pixel values of one or more of the multiple game element images with pixel values of the set of video images, so that the set of video images appears as an overlay over each of the one or more of the multiple game element images that are overlaid, such that each of the one or more of the game element images that are overlaid is at least partially visible .

25.   (Currently Amended) The method of claim 24, wherein causing the set of video images to be displayed comprises causing [[the]] a display size of the set of video images to be ~~displayed in a manner that creates an appearance of full motion video~~ dynamically altered during the display of the set of video images.

26.   (Canceled)

27.   (Previously Presented) The method of claim 24, wherein causing the set of video images to be displayed comprises:

        causing the set of video images to be displayed in a manner that the set of video images appears as an opaque overlay over each of the one or more of the multiple game element images that are overlaid.

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28.   (Previously Presented) The method of claim 24, wherein causing the set of video images to be displayed comprises:

causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple game element images that are overlaid.

29.   (Original) The method of claim 24, further comprising:

determining whether a video image is associated with an alteration of a game element image within a game element area; and

if the video image is associated with the alteration, causing an altered image to be displayed in the game element area.

30.   (Previously Presented) The method of claim 24, wherein the electronic game is a game designed for execution on a wagering game machine, and causing the set of video images to be displayed comprises causing the set of video images to be displayed on a video display device coupled to the wagering game machine.

31.   (Original) The method of claim 30, wherein the electronic game is an electronic slot machine game, and the multiple game elements include multiple symbol areas, and the multiple game element images includes multiple symbols displayed within the multiple symbol areas.

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32.   (Currently Amended) A method for displaying images in an electronic slot machine game, the method comprising:

causing multiple symbol images to be displayed on a video display within multiple symbol areas associated with multiple reels;

determining based on the multiple symbol images, whether a triggering event has occurred;

if a triggering event has occurred, identifying a set of video images comprising pre-recorded video information including full motion video of a person, place or thing; and

causing the set of video images to be displayed in conjunction with the multiple symbol images by overlaying pixel values of the multiple symbol images with pixel values of the set of video images, so that the set of video images appears as an overlay over each of one or more of the multiple symbol images that are overlaid, wherein the set of video images are displayed such that a symbol image associated with the symbol area of each of the one or more of the multiple symbol images that are overlaid is at least partially visible.

33.   (Currently Amended) The method of claim 32, wherein causing the set of video images to be displayed comprises causing [[the]] a display size of the set of video images to be displayed in a manner that creates an appearance of full motion video dynamically altered during the display of the set of video images.

34.   (Canceled)

35.   (Previously Presented) The method of claim 32, wherein causing the set of video images to be displayed comprises:

causing the set of video images to be displayed in a manner that the set of video images appears as an opaque overlay over each of the one or more of the multiple symbol images that are overlaid.

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36. (Previously Presented) The method of claim 32, wherein causing the set of video images to be displayed comprises:

causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple symbol images that are overlaid.

37. (Original) The method of claim 32, further comprising:

determining whether a video image is associated with an alteration of a symbol image within a symbol area; and

if the video image is associated with the alteration, causing an altered image to be displayed in the symbol area.

38. (Currently amended) A computer-readable medium having program instructions stored thereon to perform a method, which when executed within an apparatus, result in:

causing multiple game element images to be displayed within multiple game element areas on a video display;

determining based on the multiple game element images, whether a triggering event has occurred;

if a triggering event has occurred, identifying a set of video images comprising pre-recorded video information including full motion video of a person, place or thing; and

causing the set of video images to be displayed in conjunction with the multiple game element images by overlaying pixel values of the multiple game element images with pixel values of the set of video images, so that the set of video images appears as an overlay over each of one or more of the multiple game element images that are overlaid, such that each of the one or more of the game element images that are overlaid is at least partially visible.

39. (Currently Amended) The computer-readable medium of claim 38, wherein causing the set of video images to be displayed comprises causing [[the]] a display size of the set of video images to be displayed in a manner that creates an appearance of full motion video dynamically altered during the display of the set of video images.

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40.   (Canceled)

41.   (Previously Presented) The computer-readable medium of claim 38, wherein causing the set of video images to be displayed comprises:

causing the set of video images to be displayed in a manner that the set of video images appears as an opaque overlay over each of one or more of the multiple game element images that are overlaid.

42.   (Previously Presented) The computer-readable medium of claim 38, wherein causing the set of video images to be displayed comprises:

causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple game element images that are overlaid.

43.   (Original) The computer-readable medium of claim 38, executing the program instructions further result in:

determining whether a video image is associated with an alteration of a game element image within a game element area; and

if the video image is associated with the alteration, causing an altered image to be displayed in the game element area.

44.   (Currently Amended) A casino game comprising:

at least one memory for storing a supplemental graphic element and data for symbol elements, the supplemental graphical element comprising pre-recorded video information including full motion video of a person, place or thing;

a video display; and

a computer-readable medium having program instructions stored thereon to perform a method, which when executed within the casino game, result in:

the display displaying the supplemental graphical element over at least one symbol element of the symbol elements in one or more displayed reels of the casino game, wherein the method includes overlaying pixel values of the at least one symbol element with pixel values of the supplemental graphical element and further wherein each of the at least one symbol element that is overlaid remains at least partially visible while the supplemental graphical element is displayed.

45.   (Original) The casino game of claim 44, wherein executing the program instructions further results in:

the display displaying the at least one symbol element;

determining, based on the at least one symbol element, whether a triggering event has occurred; and

if a triggering event has occurred, identifying the supplemental graphical element as a set of video images.

46.   (Currently Amended) The casino game of claim 44, wherein displaying the supplemental graphical element ~~comprises displaying the supplemental graphical element in a manner that creates an appearance of full motion video~~ includes dynamically altering a size of the supplemental graphical element.

47.   (Currently Amended) An apparatus comprising:

processing means for

causing multiple game element images to be displayed within multiple game element areas of a video display device,

determining based on the multiple game element images, whether a triggering event has occurred,

if a triggering event has occurred, identifying a set of video images, the set of video images comprising pre-recorded video information including full motion video of a person, place or thing, and

causing the set of video images to be displayed on the video display device in conjunction with the multiple game element images, so that the set of video images appears as an overlay over one or more of the multiple game element images, such that each of the one or more of the game element images that are overlaid is at least partially visible.

48.   (Currently Amended) The apparatus of claim 47, wherein the processing means causes [[the]] a display size of the set of video images to be displayed in a manner that creates an appearance of full motion video dynamically altered during the display of the set of video images.

49. (Canceled)

50.   (Previously Presented) The apparatus of claim 47, wherein the processing means causes the set of video images to be displayed by causing the set of video images to be displayed in a manner that the set of video images appears as an opaque overlay over each of one or more of the multiple game element images that are overlaid.

51.   (Previously Presented) The apparatus of claim 47, wherein the processing means causes the set of video images to be displayed by causing the set of video images to be displayed in a manner that the set of video images appears as semi-transparent overlay over each of the one or more of the multiple game element images that are overlaid.

52.   (Original) The apparatus of claim 47, wherein the processing means further:

determines whether a video image is associated with an alteration of a game element image within a game element area; and

if the video image is associated with the alteration, causes an altered image to be displayed in the game element area.

53.   (Previously Presented) The method of claim 1, wherein displaying the supplemental graphical element includes displaying the supplemental graphical element within a boundary determined by a component of the supplemental graphical element.

54.   (Previously Presented) The method of claim 4, wherein displaying the supplemental graphical element includes displaying the supplemental graphical element within a boundary determined by a component of the supplemental graphical element.

55.   (Previously Presented) The apparatus of claim 7, wherein the set of video images are displayed within a boundary determined by a component within an image of the set of video images.

56.   (Previously Presented) The method of claim 24, wherein causing the set of video images to be displayed includes displaying the set of video images within a boundary determined by a component within an image of the set of video images and wherein the boundary changes from a first image of the set of video images to a second image of the set of video images, the boundary changing in accordance with changes in the component.

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57.   (Previously Presented) The computer-readable medium of claim 38, wherein causing the set of video images to be displayed includes displaying the set of video images within a boundary determined by a component within an image of the set of video images.

58.   (Previously Presented) The apparatus of claim 47, wherein the processing means causes the set of video images to be displayed within a boundary determined by a component within an image of the set of video images.